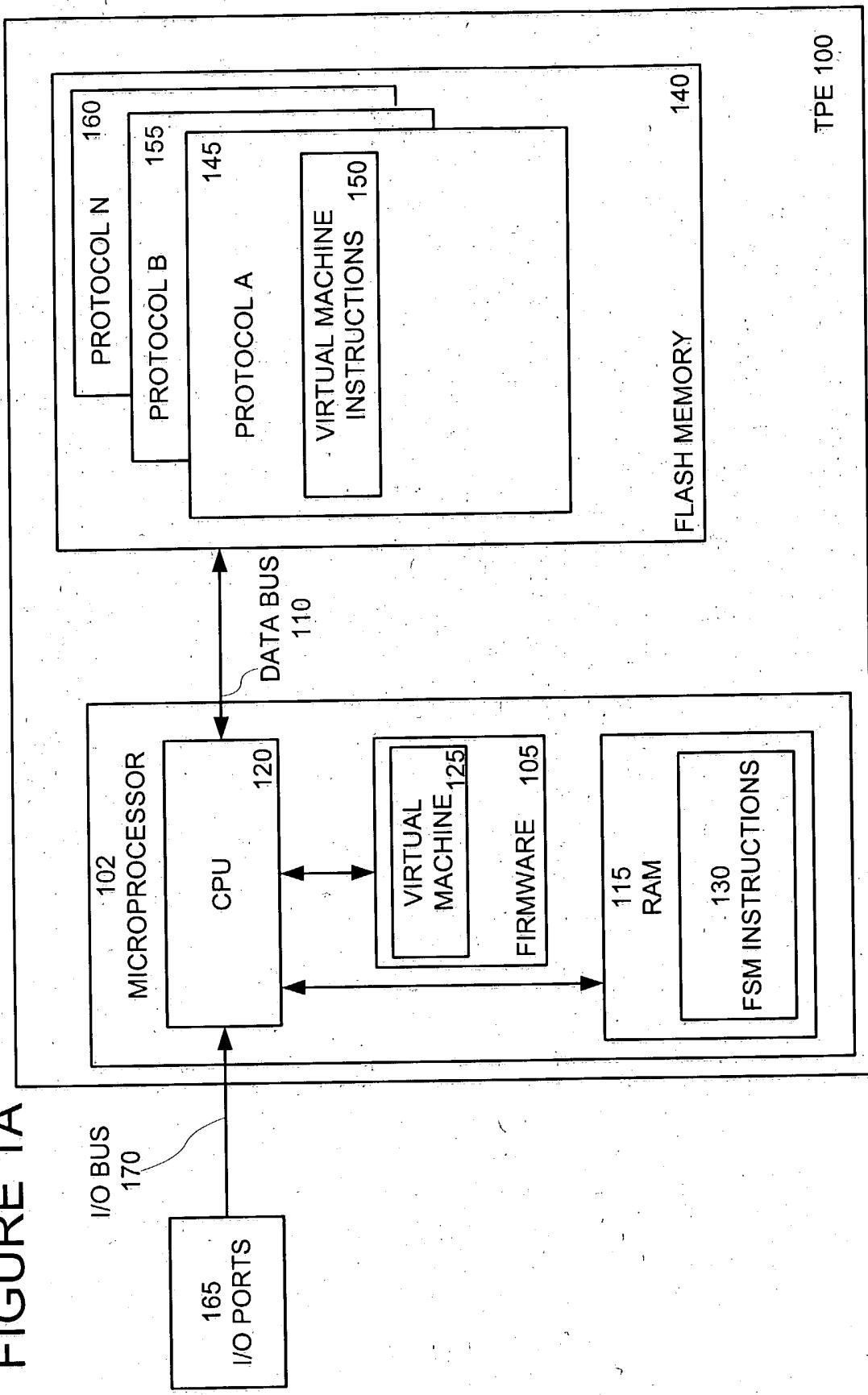
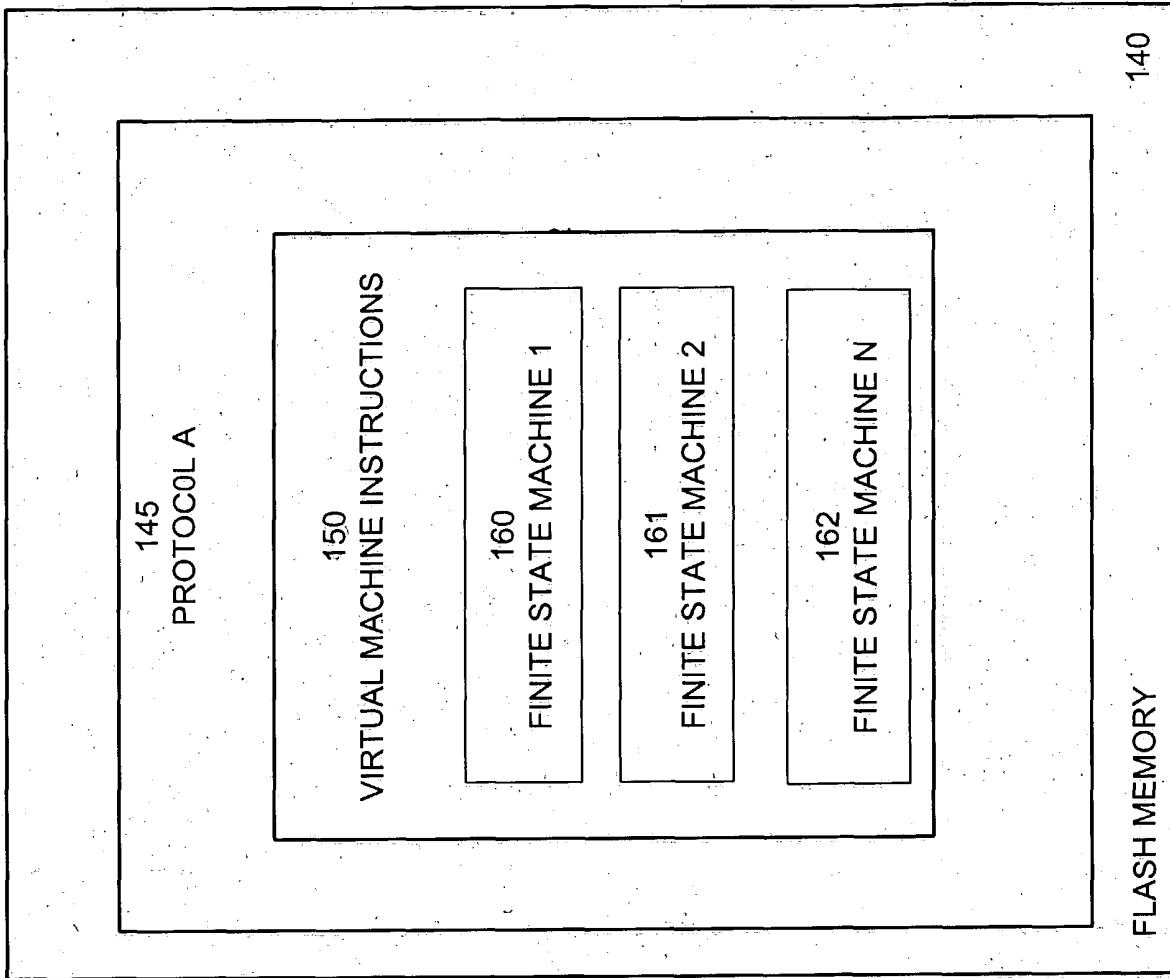


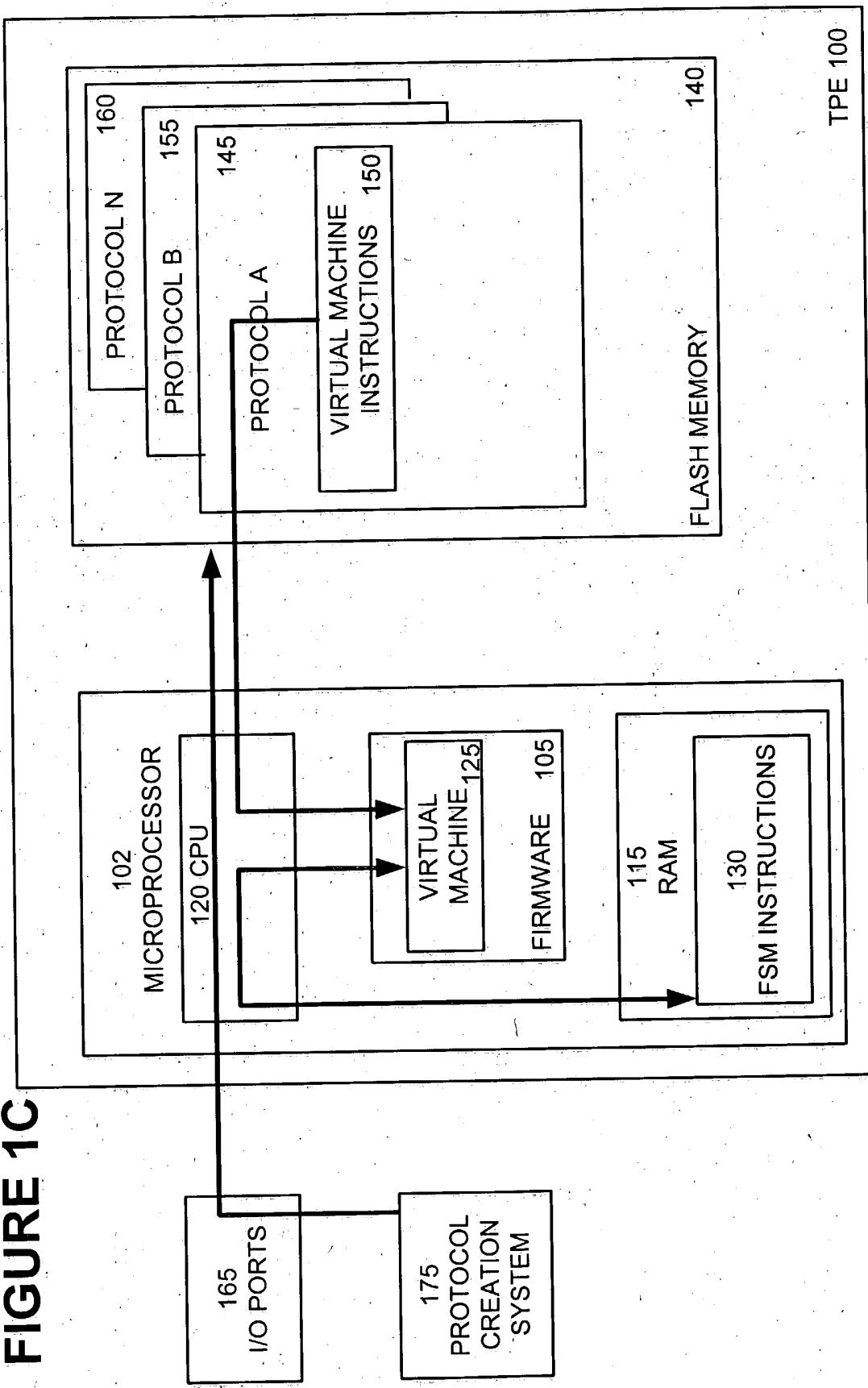
FIGURE 1A



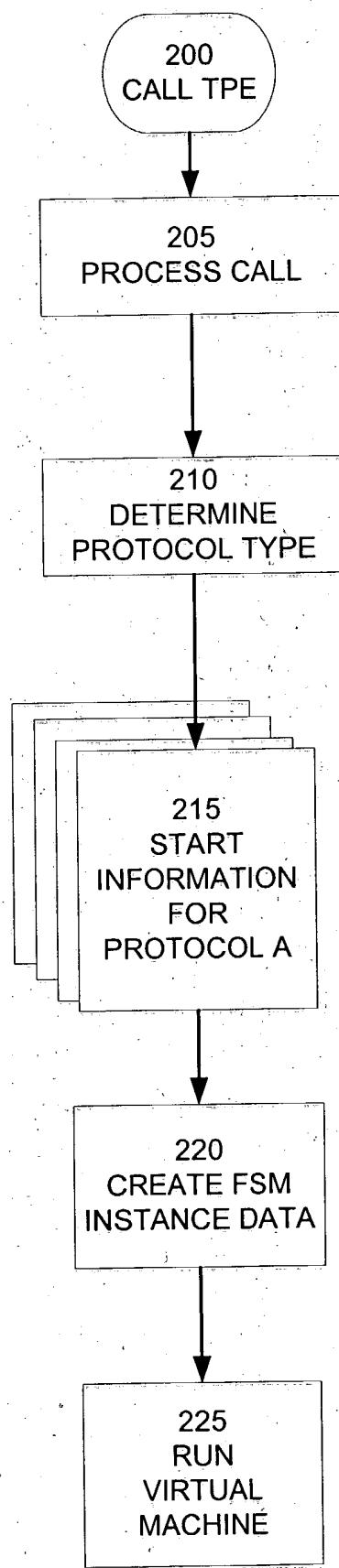
**FIGURE 1B**



**FIGURE 1C**

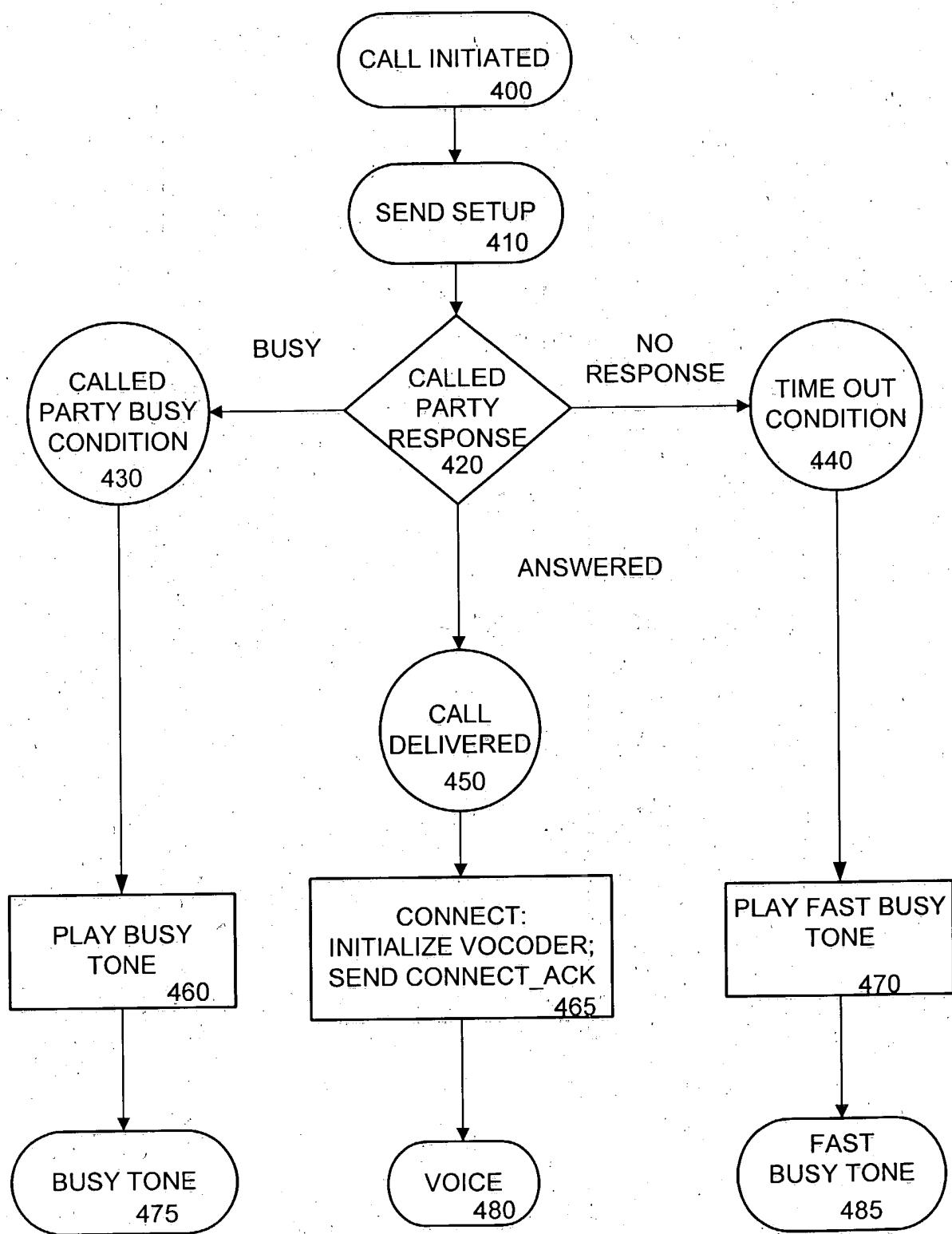


## FIGURE 2



## FIGURE 3

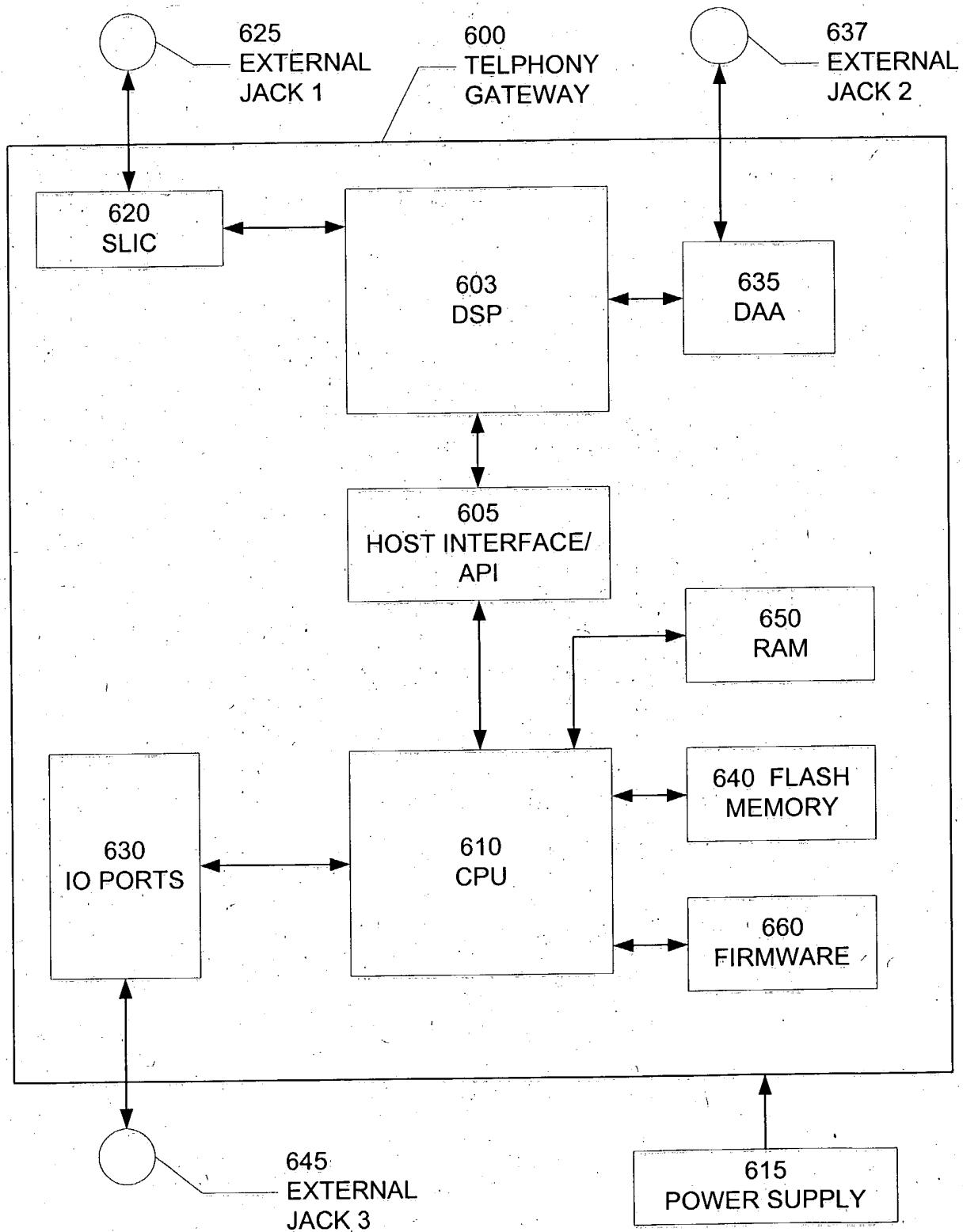
Function	PURPOSE
<b>Label</b> (char *Label_name);	Mark a spot so it can be jumped to
<b>Goto</b> (char *Label_name);	When executed moves instruction pointer to location marked by label
<b>Switch</b> (unsigned int condition);	The Switch() and corresponding End_Switch() functions group a collection of Case() functions, see below. The value used by the Case() function for matching is expressed as the parameter to this function.
<b>Switch_On_Token();</b>	The Switch_On_Token() and corresponding End_Switch() functions group a collection of Case() functions, see below. The top token in the logical token queue associated with the current state (see Begin_State() below) is used by the nested Case() functions for matching.
<b>Case</b> (unsigned int condition);	Code following this instruction will be executed if the value of the condition argument matches the value asserted by the corresponding switch Switch() or Switch_On_Token()
<b>End_Switch();</b>	Identifies the end for the influence for the previous Switch() or Switch_On_Token() functions.
<b>Begin_State</b> (char *Label_name);	Designates the beginning of a state. States may not be nested.
<b>End_State();</b>	Designates the end of a state
<b>Transition_To</b> (char *Label_name);	Argument specifies the name of the state to enter. Execution for the current state stops.
<b>Trace</b> (char *string);	Prints the string out to the serial port
<b>Play</b> (int tone);	Plays the specified tone in the phone handset
<b>Send</b> (char *message);	Sends the specified message to the other calling party



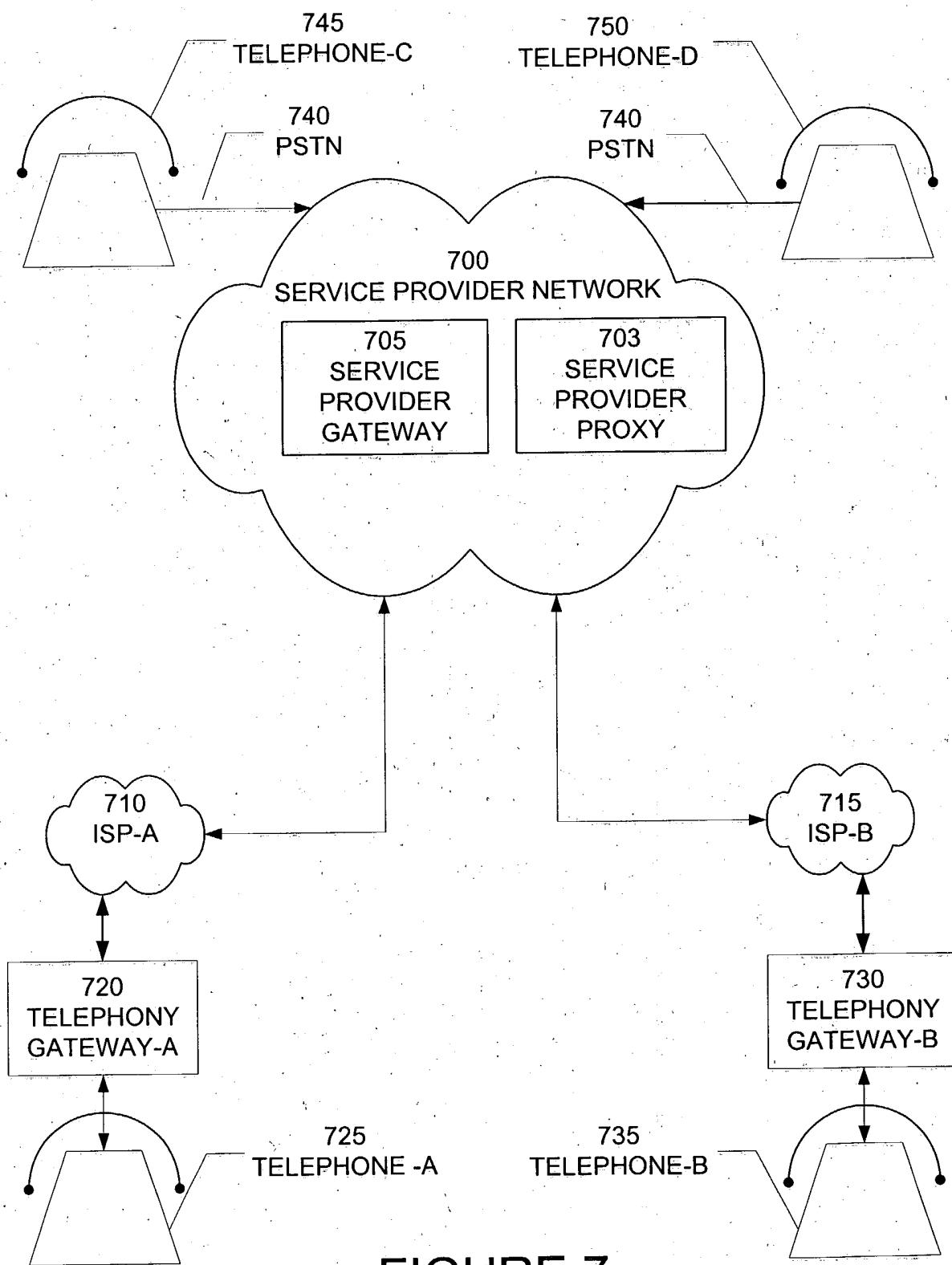
**FIGURE 4**

## FIGURE 5

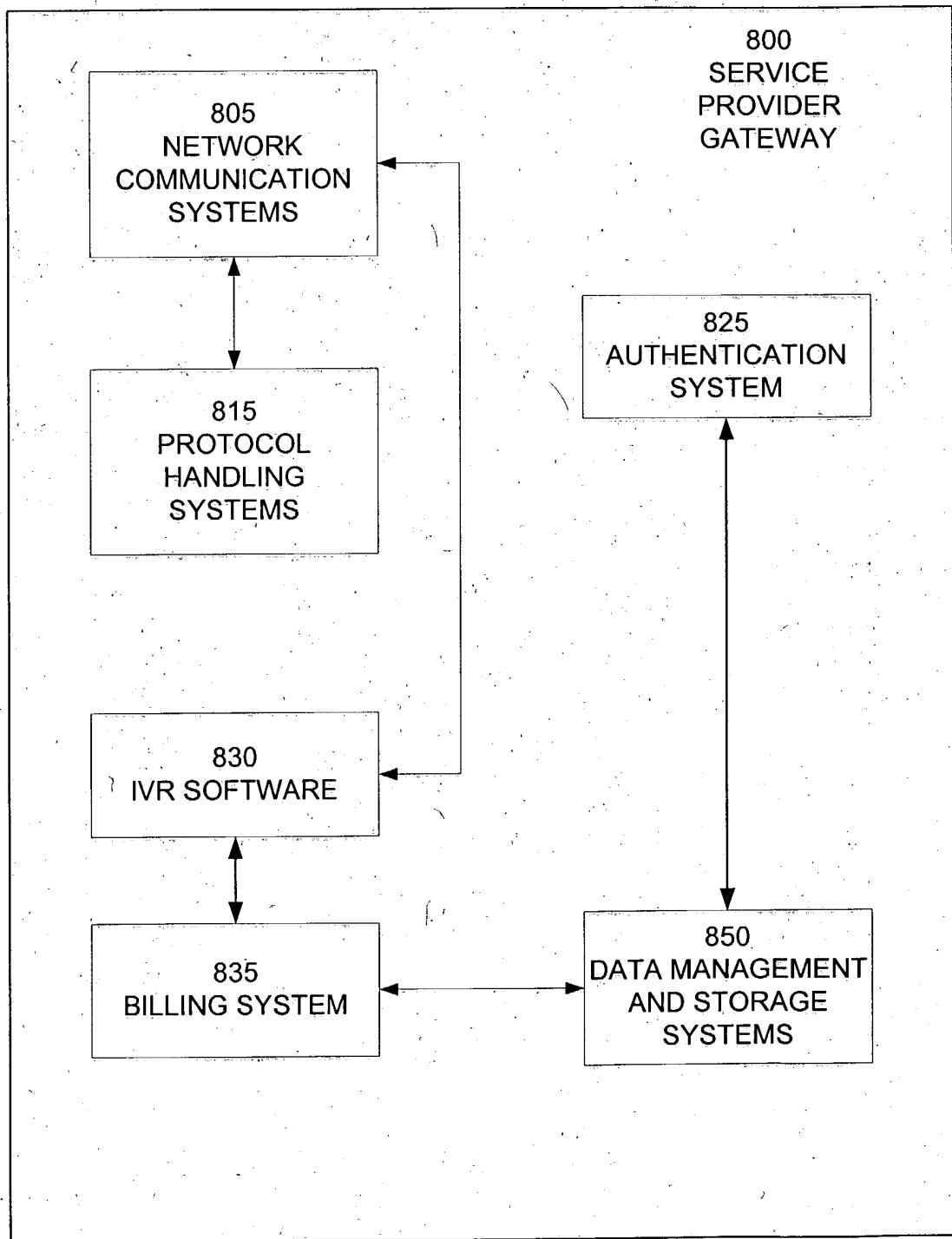
```
//-----  
Begin_State("Call Initiated");  
    Send(setup) ;  
    Wait_for_Token( ) ; // Wait for result from setup  
    Switch_On_Token( )  
        Case( BUSY ) ;  
            Transition_To( "BusyTone" ) ;  
        Case(TIMEOUT) ;  
            Transition_To("FastBusyTone") ;  
        Case(CONNECT) ;  
            Transition_To("CallDelivered") ;  
    End_Switch( ) ;  
EndState();  
  
//-----  
Begin_State("Busy Tone");  
    Play(BUSY_TONE) ;  
End_State();  
  
//-----  
Begin_State("Call Delivered");  
    Init_Vocoder  
    Send(CONNECT_ACK);  
    TransitionTo("Voice");  
EndState();  
  
//-----  
Begin_State("Fast Busy Tone");  
    Play(FAST_BUSY_TONE) ;  
End_State();  
  
//-----  
Begin_State("Voice");  
    // initiate 2-way voice between caller and callee  
    ...  
End_State();
```



**FIGURE 6**



**FIGURE 7**



**FIGURE 8**